

Dear Obsidian Entertainment,

Hello! My name is beatstar, I represent the Vidya Gaem Awards (/v/GAs). We are an award show that celebrates the best and worst of the video game industry. The /v/GAs have been making award shows for free since 2011, with our nominations and voting jury being entirely fan-voted. Our voting panel is comprised of users of 4chan's "/v/ - Video Games" board.

The Vidya Gaem Awards nominates and votes on games based on their calendar year, which is a shift from the usual convention of a rolling twelve-month period. We wanted you to know that over the years, games developed by your studio received nominations at the Vidya Gaem Awards. Here were your nominations!



THE 2014 VIDYA GAEM AWARDS:

South Park: The Stick of Truth won:

- ❖ **Journal Update Award** for best writing / story
- ❖ **IP Twist Award** for best implementation of an old franchise

South Park: The Stick of Truth was also nominated for:

- ❖ **Least Worst Award** for least worst game of the year
- ❖ **Eye Candy Award** for best visual aesthetics



THE 2015 VIDYA GAEM AWARDS:

Pillars of Eternity was nominated for:

- ❖ **Least Worst Award** for least worst game of the year
- ❖ **/v/irgin Award** for best new IP
- ❖ **Best RPG**



THE 2016 VIDYA GAEM AWARDS:

Tyranny was nominated for:

- ❖ **Syria Award** for best RPG



THE 2018 VIDYA GAEM AWARDS:

Pillars of Eternity II: Deadfire was nominated for:

- ❖ **Guilty Pleasure Award** for the game I like but /v/ hates
- ❖ **Electric Boogaloo Award** for worst sequel

In addition, titles that your studio have released in 2019 may also be nominated by our users this year.

Every year, our team links together to crowdsource a presentation honoring video games. No physical appearance or participation is required; instead we aim to use these awards as an opportunity to reflect on the state of the industry and the quality of its products. Some of our award categories are negative. We ask that if your game or company was nominated for any negative awards, to not take it as a personal attack, but as constructive criticism that may help improve the industry.

We thank you for taking the time to read this letter, and also for your contributions to the video game industry. We look forward to seeing your games featured in our award show soon.

Very truly yours,

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